

Task Distribution:COMP371 Assignment 3 W2025

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- Modeled cybertruck mesh,obj,geometry.. etc.. from scratch
- Modeling and Shading related proportions/calculations
- Final touches and detailing and rendering parameters of final .blend and .obj
- Compiled and described everyone's steps and screenshots from blender to describe tools, approaches, etc.. when modeling the mesh, mapping materials and rendering scene

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- Create shaders for all the different materials on the truck
- Set up the render, scene and lighting with and HDRI (Source: "zwartkops_curve_afternoon_4k.exr"
https://polyhaven.com/a/zwartkops_straight_afternoon)
- Import the .obj file with TinyObjLoader
- Display the vertices as a wireframe
- Do OpenGL C++ integration with the .obj